



Shapeover Manual

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Shapeover is a unique tool for artists and designers, allowing creating artworks by means of filling (galvanization) of an image with shapes. Shapes can be performed by Compound Path objects, groups of objects and bitmap images. Different galvanization methods and additional settings make it possible to achieve awesome results, which can be further exported into the following formats: PNG, JPEG, GIF, TIFF, JPEG2000, PDF.

Features:

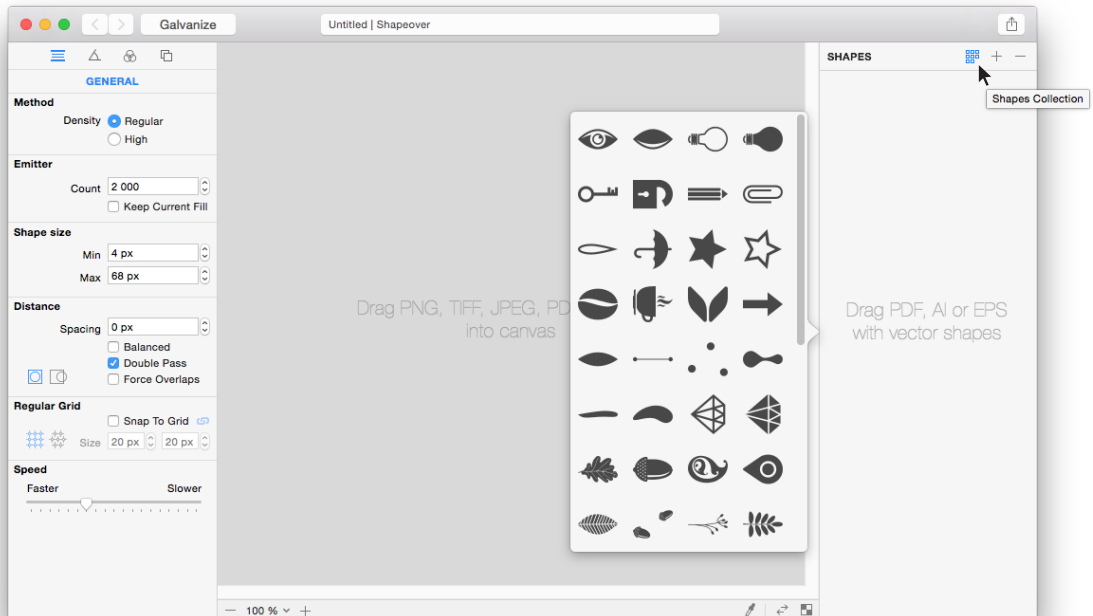
- Import: PDF, AI, EPS and different kind of images
- Export: PDF, PNG, JPEG, GIF, TIFF, JPEG2000
- PDF Export of vector shapes with editable gradients.
- Templates
- Vector Field for drawing directions and various presets of fields
- Snap to regular grid nodes
- Luma Spacing - shape distribution depends on the brightness values of the source image.
- Luma Size - shape size depends on the brightness values of the source image.
- Color Equality - galvanizes local color fields of the image only with shapes with colors equal to a certain field.
- Shapes Collection + ability to add custom shapes into it
- Galvanize with text objects
- Replacing of scene with selected objects
- Direct copy & paste with other graphical editors
- QuickLook Plugin for previewing saved projects in Finder
- Full screen mode

Quick Start

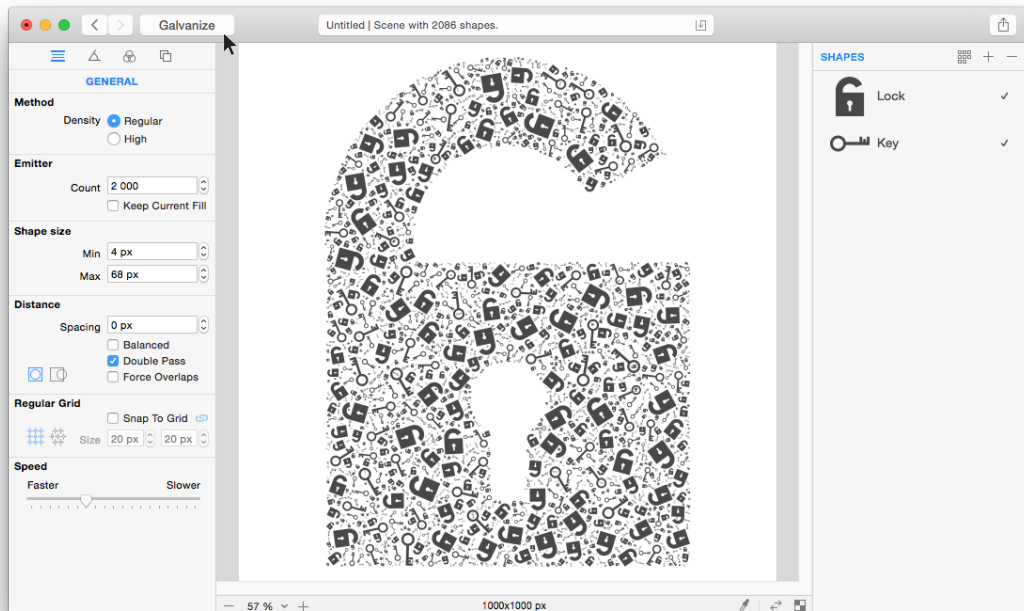
Open the program, choose one element that you like from the shape collection.

Drag & drop the shape into the Canvas field.

Drag & drop or double click on the image and place the shape into the Shapes field.



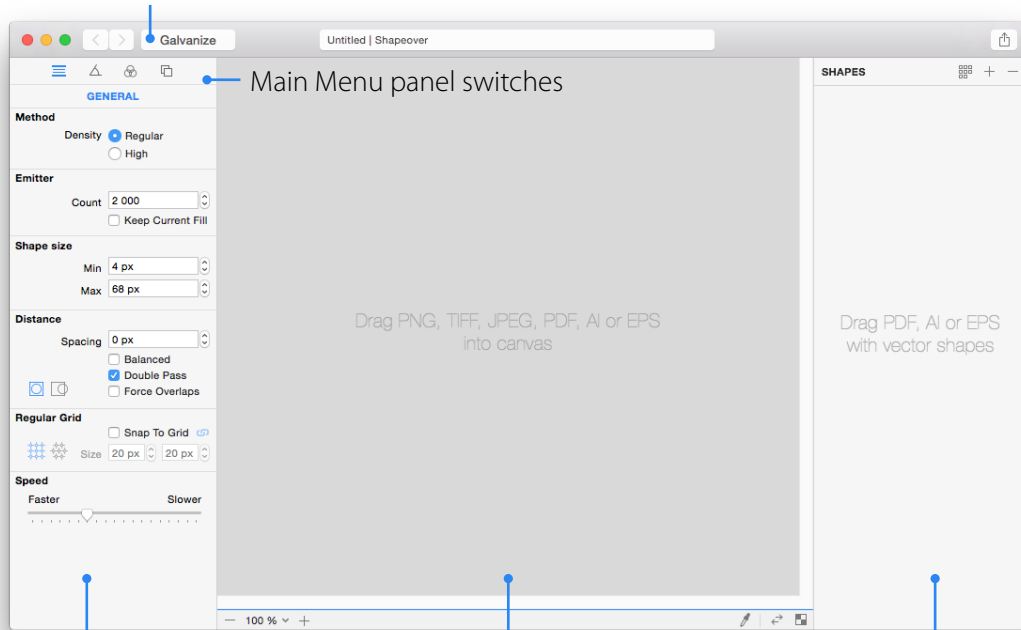
Push Galvanize button to run the galvanization process.



Enjoy the results!

Interface

Galvanize button to run the Galvanization process.



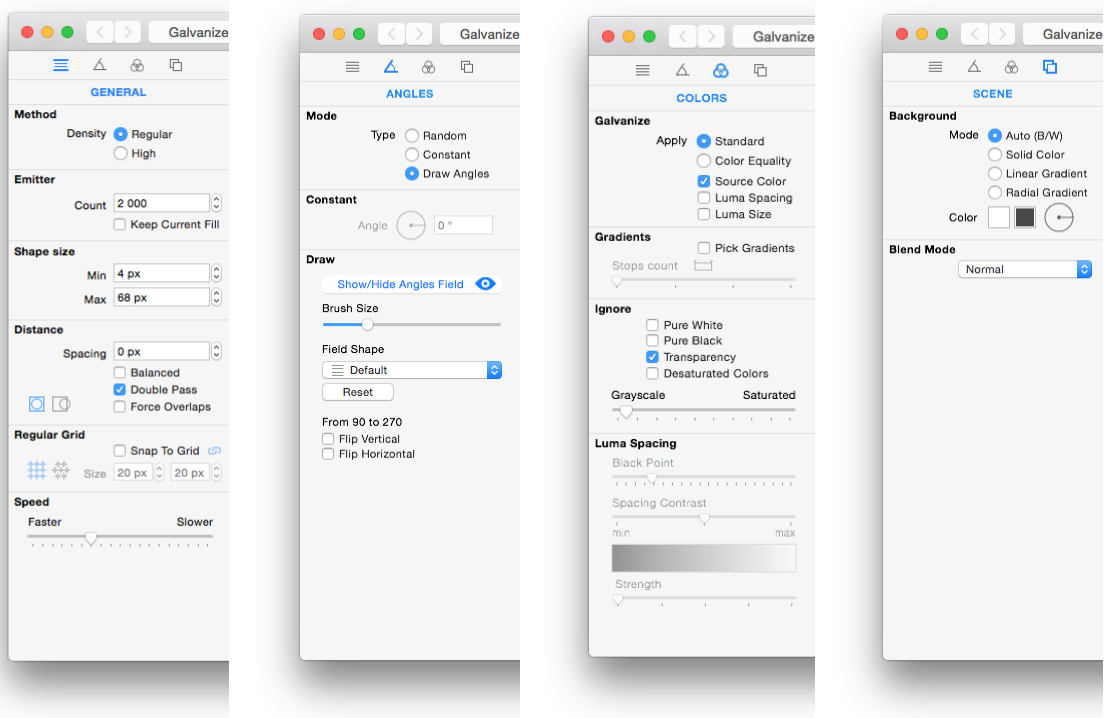
Main Menu panels

Canvas Field

Shapes Field

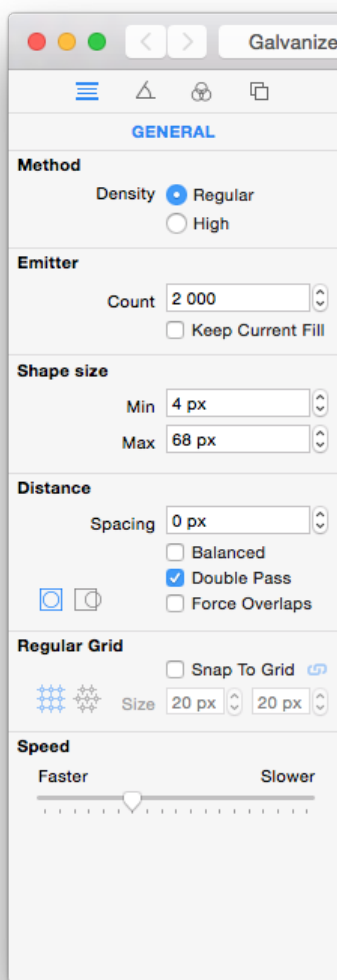
Main Menu

Includes: GENERAL, ANGLES, COLORS, SCENE



GENERAL

This panel includes settings for main Galvanization features.



Method

• Regular

(provides the most solid results for figures of round shape).

• High

(provides the most solid results for figures of square or rectangular shape).

Emitter

Count - approximate number of copies of shapes covering the image surface area (the more there's a number of copies, the more time it will take to complete the galvanization process).

Keep Current Fill - allows filling of the image with several passes, adding every new result to a previous one.

Shape size

Min - minimum shape size (px)

Max - maximum shape size (px)

Distance

This setting is active only when a Regular filling method is used.

Spacing - value enabling adjustment of distance between filling shape copies.

If the values are positive then the distance between shapes will increase, which will lead to sparse type of filling.

If the values are negative then the distance between shapes will decrease, some values will make shapes overlap one another.



Normal - shapes spread inside the edge



Over The Edge - shapes spread over the edge

Balanced - balanced spacing between shapes

Double Pass - provides more intense filling by small sized shapes.

Force Overlaps - provides unmethodical collision of shapes.

Regular Grid

Snap To Grid - if you turn the function on, shapes will snap to regular grid nodes.

Size - defines the distance between grid nodes in pixels. (Width x Height)



Make Grid Sizes The Same



Straight Grid



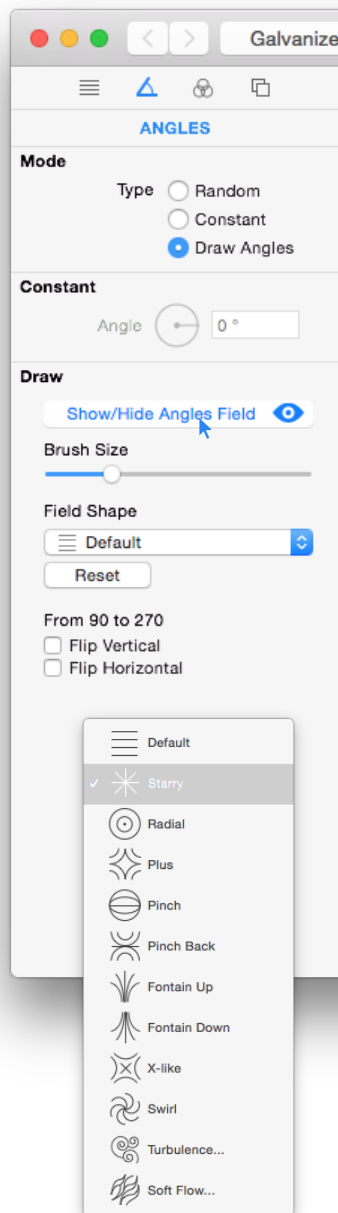
Even-Odd Row Shift

Speed

The slider "Faster/Slower" allows to pick the optimum correlation between the fast speed of the Galvanization process and its quality.

ANGLES

This panel includes settings for rotation angles of shapes.



Type

- **Random** - galvanizes by shapes unfolding in random.
- **Constant** - all shapes rotate by predefined angle value when filling.
- **Draw Angles** - this option allows drawing directions for shape rotation on the vector field with the help of brush tool.

Constant

Activated when choosing the "Constant" type of filling.

Angle - enter a numeric value for rotation angle or indicate it with your mouse by rotating the circle slider.

Draw

Activated when choosing the "Draw angles" type of filling. Brush is turned on by default.

Show/Hide Vector Field - switches on and off visualizing of the vector field.

Brush Size - the slider will help you to pick the optimal brush tool size to draw directions on the vector field.

[- decrease brush size

] - increase brush size

Field Shape - opens up a pushdown list containing preset vector field types, including different filling effects.

Move Field Center - this option is available for the fields with a center or symmetry axis.

By holding the Alt button you can also change position of the center or symmetry axis for all preset types of fields (except for the Default, Turbulence, Soft Flow).

Reset - allows getting back to the initial vector field view after it was changed.

From 90 to 270

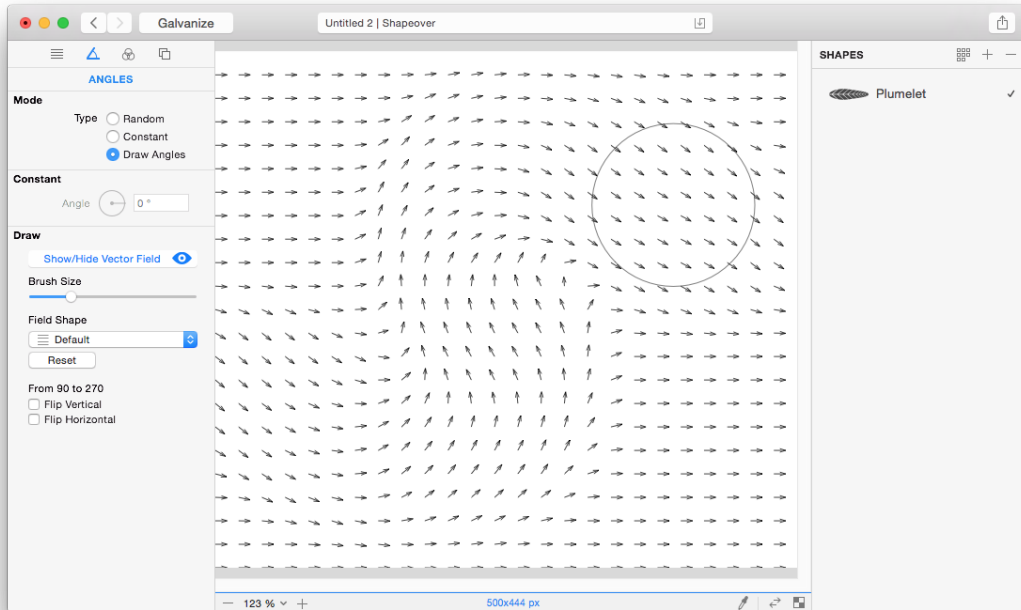
- **Flip Vertical**
- **Flip Horizontal**

Allows reflecting vertically/horizontally of the right or the left part of the figure ranging between 90 to 270 degrees.

Used for filling with shapes based on orientation.

Vector Field

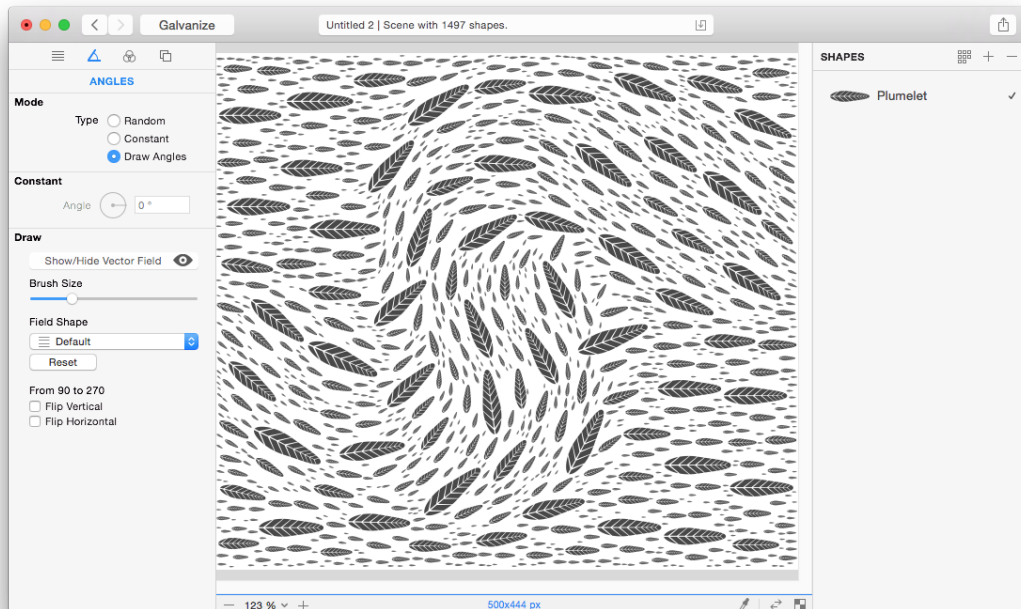
Vector Field is an assignment of a vector to each point in a subset of space.



When enabling Defaults for vector field projection, the inclination angle for each vector is set to zero degrees.

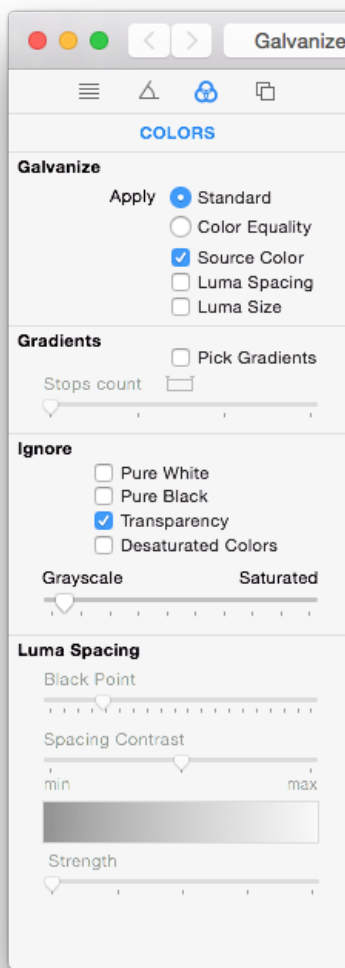
All elements in the collection are also rotated by zero degrees. When using the brush tool on the vector field, the inclination angle for vectors change its value according to the brush path.

During galvanization process all shapes are to be rotated according to indicated path.



COLORS


This panel includes color settings used during galvanization.



Galvanize

Apply

- **Standard** - galvanizes a source image with all active shapes.

- **Color Equality** - galvanizes local color fields of the image only with shapes with colors equal to a certain field. All you need to do is drag colors from the image fields to the necessary shapes with the help of this tool  **Drag Color From Source**.

Source Color - all shapes during galvanization process will take the color of the source in each galvanization point. By disabling this option each shape will take its own color if it was chosen before. (Except for groups and bitmap shapes).

Luma Spacing - shape distribution depends on the brightness values of the source image.

Luma Size - shape size depends on the brightness values of the source image.

Gradients

Pick Gradients - all shapes during galvanization process will pick gradients in several points along their direction line.

Stops count - slider allows setting count of the gradients stops.

Ignore

Fields excluding from galvanization process.

- Pure White
- Pure Black
- Transparency
- Desaturated Colors

Slider "Grayscale/Saturated" allows setting of desaturation value for the color excluded from galvanization.

Luma Spacing

Setting for Luma Spacing method

Black Point - slider allows moving the black point on the original image.

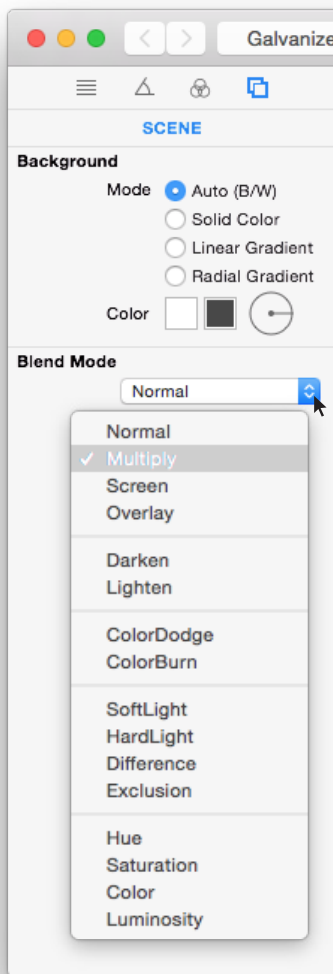
Spacing Contrast - slider allows setting of the contrast for shape concentration.

Streight - slider allows increasing of the density for shape concentration.

All setting changes are displayed in the shape distribution preview. Preview displays the results of attaching a method to linear gradient.

SCENE

Final scene setting.



Background

Mode

- **Auto (Black/White)**

Shapeover automatically picks either white or black background color in random.

- **Solid Color**

Color is set in the first window of the "Color" option.

- **Linear Gradient**

The initial and resulting colors of linear gradient are set in the "Color" option in the first and the second window accordingly.

Slider is used to set inclination angle of the gradient.

- **Radial Gradient**

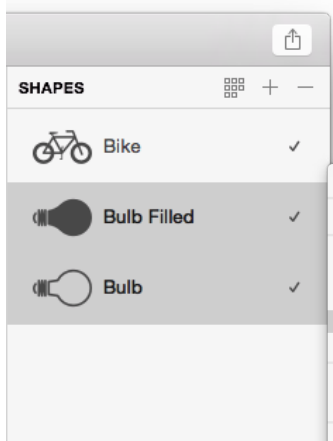
The initial and resulting colors of linear gradient are set in the "Color" option in the first and the second window accordingly.

Blend Mode

Includes main blend modes.

Except for the Group and Gradient

Replace Scene



After Galvanization is complete you can change all shapes by other ones. To do this you should click the right mouse button on the line with shape to be changed and choose Replace Scene.

Random - to change in random
Ordered - for consequential change

SHAPES

Panel used for operations with filling shapes.

Shapes can be CompoundPath objects, Groups of objects (Import or Drag&drop + Shift) and bitmap images.

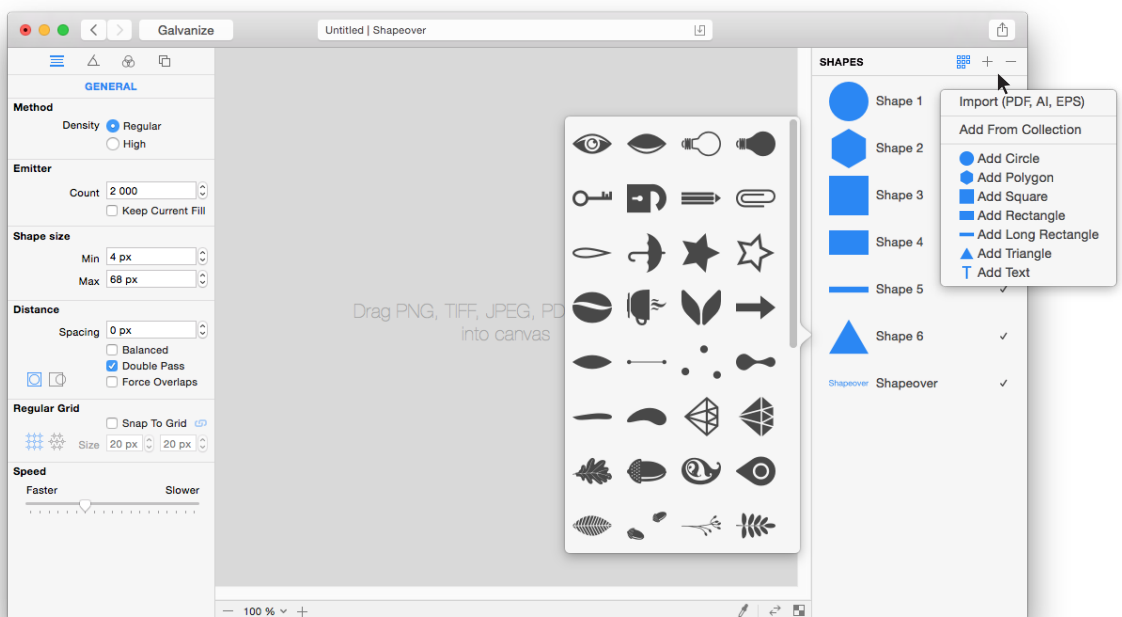


Shapes Collection - contains a set of different shapes.

Drag & drop will help you to move shape into the Canvas Field.

Drag & drop or double click on the image will let you place the shape into the SHAPES Field

*To add your own shape to the collection you need to drag it from the Shapes window to the collection window.
Or after selecting a certain shape and holding the right mouse button choose Add shapes to collection option from the contextual menu.*



+ Add Shapes

You can add simple geometrical figures, text from the pop-up menu, or import PDF, Ai, EPS files

*You can also add a shape into the SHAPES or CANVAS window from some vector editor by pressing Cmd+V.
Add group Shift+Cmd+V*

- Remove

Select the line with the shape and press Remove. Holding a Shift button will let you select consecutive groups of shapes. By pressing Cmd you can select shapes random.

Shapes Edit

Rotate

After clicking the mouse button rotate the shape clockwise by 45 degrees at a pace. By holding Alt button rotate the shape counter clockwise by 45 degrees at a pace.

*By holding the left button and dragging the mouse up or down, you can rotate the shape smoothly at a desired angle.
By pressing Ctrl+click on Rotation icon you can turn shape back to its initial state.*

Flip

Pushing on it allows Flip the shape in relation to vertical axis Y.

Holding an Alt button Flips the shape in relation to horizontal axis X.

Fill Color

Brings up the pop-up window used for selecting a filling color. Original shape color is used when the mark box for Source Color option is unchecked in the COLORS panel. After the Galvanization is complete, changing a shape color automatically changes it in the Canvas panel.

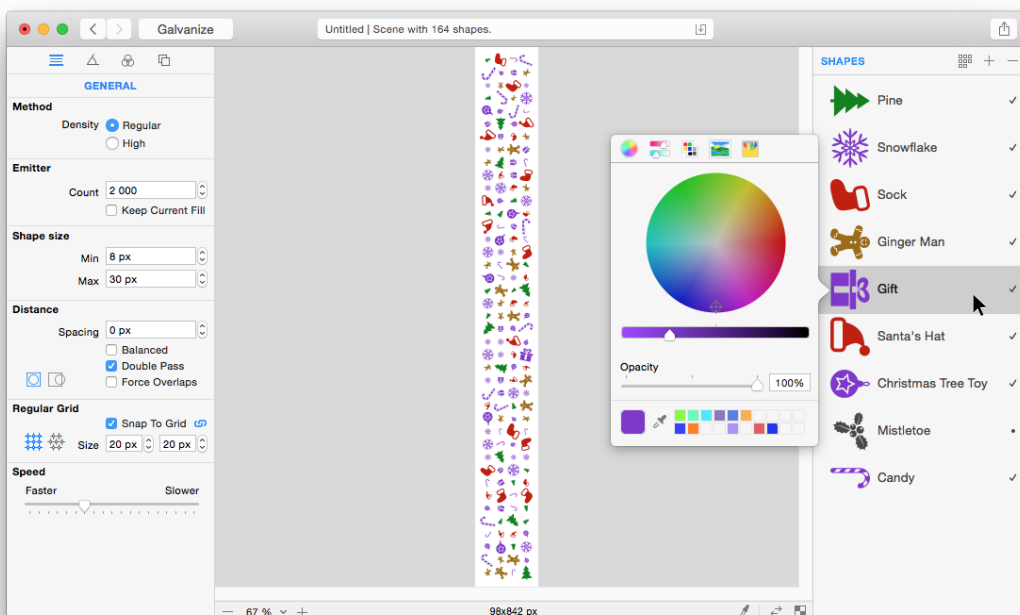
The pop-up window can also be open by pressing the "Space" button.

In Use

Only the checked shapes are used for Galvanization

Unused

Shapes that are not used for Galvanization are marked with dots.

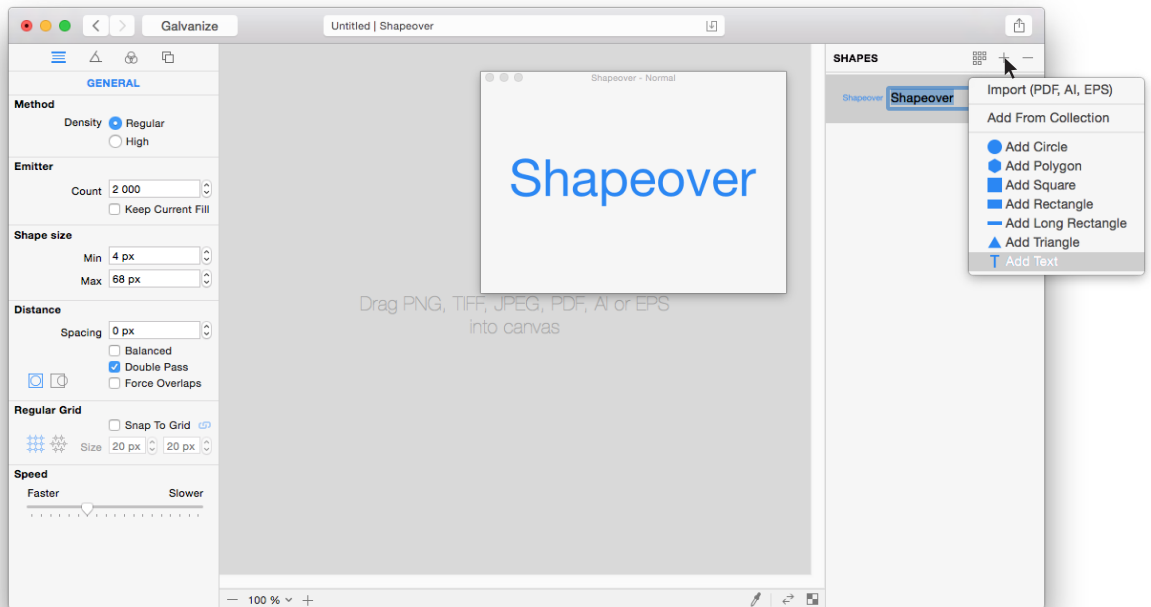


Text

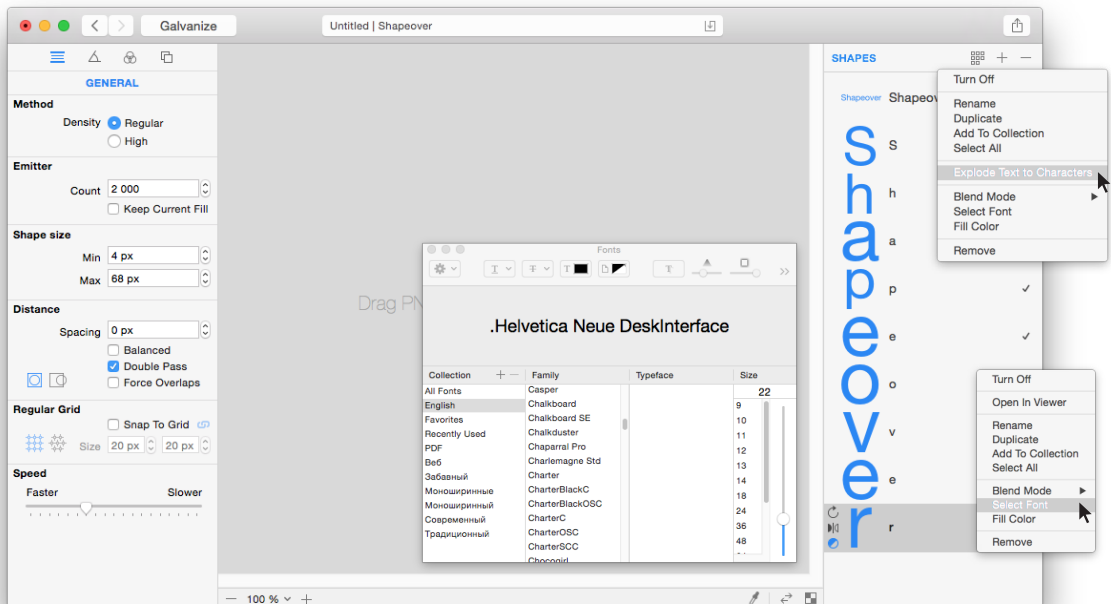
+ Add Text

Shapeover inscription should appear in the SHAPES window. Select a line with text and press Enter for editing. Or click a mouse button on the inscription.

Double click of the mouse on the text or shape icon opens the preview window. Preview allows observing the shape in a larger scale.



The text might be divided into symbols. Each symbol will become a separate shape. To do this select the text line, press the right mouse button and choose **Explode Text to Characters** option from the contextual menu.




To choose the text font press the right mouse button, and choose **Select Font** option from the contextual menu. Then Font Manager will appear for the fonts installed on your computer. Choose the one you need and close the window.

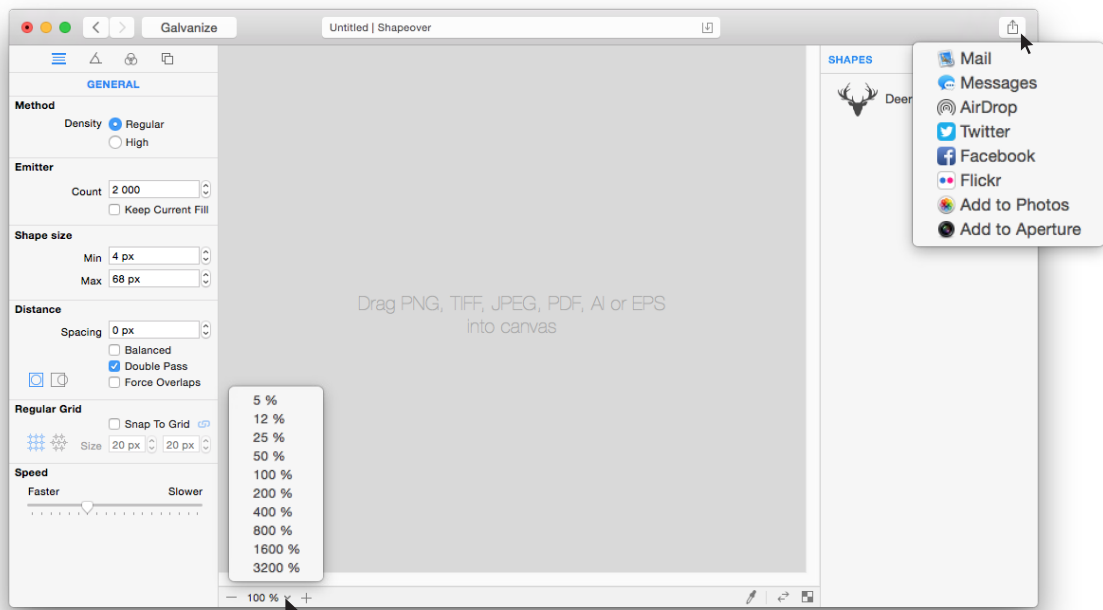
Toolbar & Canvas

Galvanize Runs the galvanization process. If the Galvanization process takes too long, or you don't want to wait for it to complete, don't hesitate to press the Stop button.

< **Undo** > **Redo**

 **Save Document** - It is being displayed until the document is saved. Then it appears only during autosaving moments.

 **Share** - quick access to social networks and e-mail to share your magnificent results, achieved in Shapeover.



55% **Scale** - scale image in percent

+ Zoom in - Zoom out

*Alt+Mouse scroll in the active Canvas window provides smooth zoom in or out for the image
Cmd+1 to place the image inside the Canvas field
Cmd+2 to bring the scale to 100%
Cmd+ and Cmd- for gradual zooming in or out of the image*


1000x1000 px **Image Size**

 **Drag Color From Source** - takes color from the source image and drags it to shapes.

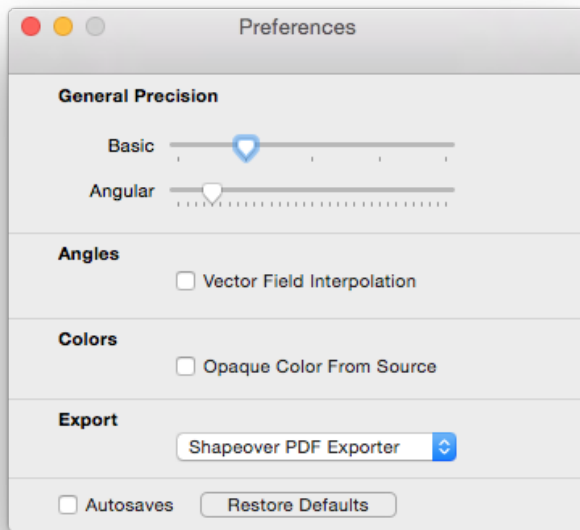
Shift+Alt shortcut for Drag Color From Source

 **Show Source image**

 **Show Checkerboard**

 **Pan** - by holding the Space button move the cursor in the Canvas window.

Preferences



General Precision - filling precision setting.

Basic - moving slider to the right increases the precision level.

Angular - moving slider to the right increases the precision level.

Angles

Vector Field Interpolation - interpolation option for the vector field. Softens conjunctions of different angles.

Colors - Opaque Color From Source - option for using a non-transparent color for semi-transparent sections of the original image. It will function if Ignore Transparent option is disabled in the Colors panel.

Export

Shapeover PDF Exporter - PDF Export of vector shapes with editable gradients.

Quartz PDFContext - PDF Export of vector shapes with standard Exporter.

Autosaves - switched on/off autosave function


Restore Defaults


Shortcuts

Alt+Mouse scroll in the active Canvas window provides smooth zoom in or out for the image
Cmd+1 to place the image inside the Canvas field
Cmd+2 to bring the scale to 100%
Cmd+ and Cmd- for gradual zooming in or out of the image


< Undo Cmd+Z > Redo Shift+Cmd+Z

To add a shape into the SHAPES or CANVAS window from some vector editor use Cmd+V.
Add group Shift+Cmd+V

 *By holding Alt button rotate the shape counter clockwise by 45 degrees at a pace.*
By holding the left button and dragging the mouse up or down, you can rotate the shape smoothly at a desired angle.
By pressing Ctrl+click on Rotation icon you can turn shape back to its initial state.

 *Holding an Alt button Flips the shape in relation to horizontal axis X.*

 *The pop-up window "FillColor" can also be open by pressing the "Space" button.*

 *By holding the Alt button you can also change position of the center or symmetry axis for all preset types of fields (except for the Default, Turbulence, Soft Flow).*

 *Shift for Drag Color From Source. Shift+Alt for Drag Color From Shape to Shape.*

[Decrease brush size
] Increase brush size

Image Studio Productions Apps



FolderMarker - drag and drop folder colorizer.
To mark folders any color is now easier than ever!



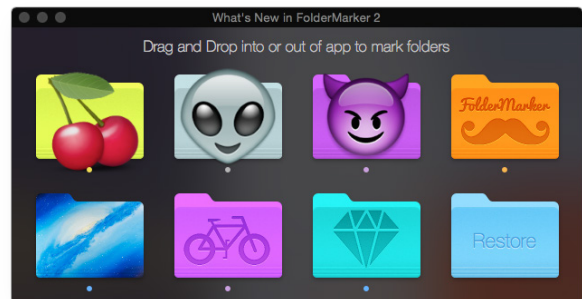
Drag and drop out the icon presets you like to the selected folder, or drag and drop into the app multiple folders to mark them. Want more swatches? Customize color you want and save additional colors. If the folder doesn't need marking any longer - use restore folder.

Now you can launch new FolderMarker Bar to colorize folders as fast as possible by dragging to status bar icon.

Design your Mac and make your work more comfortable with FolderMarker

Features:

- Drag and Drop user interface
- Marks multiple folders
- Custom colors
- 7 colored icon presets
- Colorizing special folders
- FolderMarker Bar for fast colorising
- Syncing with color tags (optionally)



Blinks - blinking reminder.
Blinks will gently remind you to blink.



Easy way to keep your eyes fresh while sitting in front of the computer screen. Just set the comfortable time interval.

Blinks reminder has two modes - animated and non-animated.

Optional you can add Blinks run on startup.

Blinking is very important when working at a computer. Blinking keeps the front surface of your eye moist to prevent dryness and irritation. Research shows people who staring at computer screen blink less frequently — about one-fourth as often as they normally do.

To reduce your risk of dry eyes during computer use, try Blinks!

Features:

- Elegant design
- Simple interface
- Usable settings
- Variable time interval
- Notification window do not block any open application and keyboard or mouse actions.
- Status bar application
- Variable background opacity

